4 Livid Lizards is a computer game in which players get to fire lizards from a cannon to knock down walls. Players get to pick different types of lizards, each with qualities and special powers.

The game is coded using an object-oriented language. Below is the code for the lizard class:

```
class Lizard

    private speed
    private mass
    private size

    public procedure new(givenSpeed, givenMass, givenSize)
        speed=givenSpeed
        mass=givenMass
        size=givenSize
    endprocedure

    public function breakBlock(brick)
        if speed*mass>=brick.getStrength() then
            speed=((speed*mass)-brick.getStrength())/mass;
            return true
        else
            return false
        endif
    endfunction

    ...
    ...
    ...

endclass
```

(a) Lizard is a class. Describe what is meant by a class.

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[2]

(b) Identify an attribute in the Lizard class.

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[1]

(c) (i) Describe what is meant by inheritance.

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[3]

(ii) Explain **one** way the game's developers might use inheritance for Livid Lizards.

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[3]

(d) The game uses a 2D graphics library. Explain why a linker would need to be used after compilation.

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[3]